

BLAST FROM THE PAST!

“Welcome to a crazy TV game show that stimulates children to teach their grandparents about digital technology and youth culture, while picking up a thing or two about their history as well.”

*Prof. Dr. Heindrik Weiserplatz
Creator and host of “Blast From The Past”*



LOUVAIN - Scientific research has indicated that video and computer games are capable of teaching skills, transferring knowledge, or changing attitudes. From IT professionals to managers or doctors, many of them received a headstart playing digital games while they were young, gaining digital competences, social skills, or flexible problem-solving skills in the process. Indeed, children often embrace new technology rapidly, and thoroughly enjoy doing so. Unfortunately, the same cannot be said for the elderly, who prefer the familiar over the new and unknown, and often lag behind with regards to technology adoption. They might be wise and experienced in life, but their virtual experience is still lacking. The **Group T e-Media lab** identified a win-win situation which resulted in e-Treasure, a research study that aims at fostering intergenerational play in order to facilitate the transfer of knowledge between grandparents and their grandchildren by means of a digital game.

DESIGNED BY GRANDDAD

A target group of both children and the elderly is clearly a heterogenous one. In order to create a game that both grandchildren and grandparents would enjoy, the team employed a player-centered approach. Seniors and children were involved in the design process from the very start, as their needs, dreams and wishes laid the foundations of the game

concept. The end result was named **BLAST FROM THE PAST** (translated from Dutch: “De Grote Teletijdshow!”): An out of style 70’s TV game show in which a time machine would allow its participants to travel beyond the



constraints of time and space. This concept became a fully playable proof-of-concept, after an iterative and laborious development process, in which the seniors and children were able to playtest and adjust the game at every step.

MORE THAN JUST A QUIZ

As a result of this process, the game has become much more than just a cheap interactive quiz. **BLAST FROM THE PAST** features eight unique rounds - each featuring a different game mechanic - and climaxes with an exciting grand finale. While none of them are typical trivia rounds, two of the rounds even offer physical play similar to what one would expect to find in a Nintendo Wii title. Furthermore, the game is hosted by professor Weiserplatz and his high-tech sidekick, the female timemachine ERA. As an odd couple, they provide the game with a humorous backstory, and are sure to incite

a couple of laughs while guiding the players through the game. Finally, the game’s quiz management system enables grandmas (and granddads) all over the world to cook up their own quiz recipes, and provide their grandchildren with delicious new content.

FUN TO LEARN

All these elements combine for a game that is fun to play, but the game also reaches its more ‘serious’ goals. The team developed an integrated learning model, in which aspects of social learning, tangential learning and drill and practice are brought together: **BLAST FROM THE PAST** stimulates players to discuss its curriculum, and to help each



other tackle the challenges at hand. It also offers contextual facts whenever requested, and rewards players who are eager to learn. In the end, learning has never been as fun as it is in **BLAST FROM THE PAST**.

CONTACT INFORMATION

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